

Page 23, line 8, replace "drawing file, such as file 214" with --file, such as the two-dimensional file 214--.

Page 23, line 12, replace "with the" with --with respect to the--.

Page 23, line 21, replace "the file" with --two-dimensional file 214--.

### In the Figures

~~Formal drawing sheets 1-2XX are provided herewith as replacements for the originally filed informal drawings.~~

### In the Claims

Please cancel claims 1-12 which are directed to unelected groups I and II.

Please cancel claim 16.

### Please Amend the Claims As follows:

Each amended claim is presented in its final form below followed by a marked-up copy of the amended claim showing the specific amendments.

### Final Form:

1.  
~~13.~~ A method of showing a relationship between, at least two views of a three dimensional model, the method comprising:

processing three-dimensional model data to generate a two-dimensional drawing of

the model, the drawing comprising a first and a second view of the model;

receiving user input to position a pointer at a location in three-dimensional space;

displaying the two-dimensional drawing, said displaying including:

displaying the pointer in the first view at a relative location in the first view's

two-dimensional space that corresponds to the location of the pointer in three-dimensional space; and



COPY OF PAPERS  
ORIGINALLY FILED

A1  
cone

displaying the pointer in the second view relative location in the second view's two-dimensional space that corresponds to the location of the pointer in three-dimensional space.

923 <sup>2</sup>/<sub>1</sub>

16. A method, according to claim <sup>1</sup>/<sub>1</sub>, further comprising:  
in response to a user moving the pointer in the first one of the views, moving the pointer a corresponding amount in the second one of the views.

4.

17. A method, according to claim <sup>3</sup>/<sub>1</sub>, wherein the first view comprises a first two-dimensional coordinate space representing a projection of the model, and the method further comprising:

receiving input from a user to move the pointer in the first two-dimensional coordinate space;

93

determining a new location of the pointer in three-dimensional space by applying an inverse of a transform matrix mapping the model to the first view to determine a new location of the pointer based on the received input moving the pointer in the first two-dimensional coordinate space.

5.

18. A method, according to claim <sup>4</sup>/<sub>1</sub>, wherein a new location for the pointer in the second view is determined by applying the transform matrix for the second view to the new location of the pointer.

10.

19. A method implemented in a computer aided design system of displaying a three dimensional model having a plurality of two dimensional views associated therewith, each view comprising a representation of the model from a predetermined viewpoint comprising:

rotating the model to present a first one of the views;

pausing to show the first one of the views; and

A3  
Curl continuously rotating and pausing the model to present other ones of the views.

~~20.~~  
21. A computer-based system, for providing interpretation of an electronic drawing, having a plurality of views, comprising:

a virtual folding process for permitting a viewer to view selected views in proximity to each other from a the plurality of possible views;

A4  
a hyperlink process for simultaneously highlighting at least one the coordinates of a viewed object as the coordinates appears in more than one view;

a pointer for simultaneously pointing to the same point of a viewed object as the point appears in more than one view; and

a drawing animator for rotating the a three-dimensional depiction of the viewed object about an axis of rotation and highlighting a two-dimensional view when the view is coincident with the plane of the drawing.

~~21.~~  
22. A computer-based system, according to claim ~~21~~<sup>20</sup>, wherein two-dimensional data for the electronic drawing and a program for displaying the electronic drawing are stored in a single file.

Marked-Up Form



COPY OF PAPERS  
ORIGINALLY FILED

13. A method of ~~correlating~~ showing a relationship between, at least two views of an  
object a three dimensional model, the method comprising:

processing three-dimensional model data to generate a two-dimensional drawing of

5 the model, the drawing comprising a first and a second view of the model;

providing receiving user input to position a pointer having an absolute at a location in  
three-dimensional space;

displaying the two-dimensional drawing, said displaying including:

displaying the pointer in a ~~first one of the views~~ the first view at a relative location

10 in the first view's two-dimensional space that corresponds to the

~~corresponding to the absolute~~ location of the pointer in three-dimensional  
space; and

displaying the pointer in a ~~second one of the views~~ the second view at a relative

location in the second view's two-dimensional space that corresponds to the

15 ~~corresponding to the absolute~~ location of the pointer in three-dimensional  
space.

15. A method, according to claim 13, further comprising:

in response to ~~the~~ a user moving the pointer in the first one of the views, moving the  
pointer a corresponding amount in the second one of the ~~view~~ views.

20 17. A method, according to claim 15, wherein the first view comprises a first two-  
dimensional coordinate space representing a projection of the model, and the method  
further comprising:

receiving input from a user to move the pointer in the first two-dimensional  
coordinate space;

1